
Free Download Super Star Path .zip



Download ->>> <http://bit.ly/2SNJmoj>

About This Game

Classic color match **puzzle** meets space **shoot'em up** action! Hop into your spaceship, open a path through huge waves of aliens and other hazards, and face intense boss battles!

- Three difficulty modes.
- Randomized color puzzle stages.
- Intense shoot'em up boss fights.
- Unlock, buy and upgrade new ships.
- Unlockable Boss Rush mode.
- Colorful and polished pixel art graphics.
- Arcade-like FM synth soundtrack.

Title: Super Star Path
Genre: Action, Adventure, Indie
Developer:
DYA Games
Publisher:
DYA Games
Franchise:
DYA Games Collection
Release Date: 22 Jun, 2015

a09c17d780

English,French,German,Simplified Chinese,Japanese,Russian







Ripoff

His pants are yellow, not dark brown like here on DLC picture , very easy target... One word.. Dont!.....

two words...

DONT BUY!

.....Reason unfinished abandonware, and many many other bad stuff. so just...Dont!. First things first, I really enjoy the game. It's really fun and gets your heart racing as every round is different and the optimization is well done. The health kits, ammo and power cores are spaced really perfect and never too close to each other. There are only 2 downsides I've found so far is the unfair advantage the hunters get with the drones. There's no limit to how many they can activate and since they recharge and go back up once they've been activated, they can literally cover the whole map. Another downside is that the execution can't be avoided. There's no second chance to crawl away once you've been shot down unless you're shot near some bushes and can hide fast enough. Besides that, the game is really fun and well done for an early access game. I hope in the future it becomes more balanced between hunters and scavengers.. A pretty hollow clone of Limbo.

The art is pretty good.

The game play mechanics are reprehensible. Is it a skill based platformer? No the controls are too sloppy and levels too indistinct. Is it a puzzle game? No, all the puzzles are bland and require discovering randomly hidden portions of the terrain with no hint as to where. Or they require mindless trial and error. Like literally guessing a 5 digit code that requires you to reenter the same part you've learned over and over as you go through it. Like guessing a bike lock with a more frustrating interface.

Collecting the little guys in the cages is very un-rewarding. Why am I trying to save them? They kind of look like me.

The atmosphere is fairly random and really lacks the depth and feel of Limbo.

Also it has a fairly half physics implementation. It's like it's trying to imitate physics and just doesn't come close. So everything suffers. The deaths, the puzzle, the switches.

This game just feels like someone's first run at making a game.. Wow, this was a wild ride. Played through the single player campaign in one go.

It has all the locomotion options you would want in a VR game.

The graphics are great. Enemies look detailed and the world feels huge. You can see the hellish mountains in the distance. You get a sense that you're in a huge world.

It actually has a story worth playing through, something I don't see much in other VR games.

Has surprising amount of puzzles. You would not think that from screenshots and videos.

You get a lot of exercise in the later levels, tearing demons that are coming from everywhere.

The boss fights are fun.

My main gripe is there's not a lot of variety in enemy types. They mostly run towards you and try to hit you, some are more interesting, like the priests that shoot fireballs, but that's about it. Hope they add more enemies. I also had to restart from checkpoint once. A power wouldn't turn on.

Overall a great VR experience of being a demon from hell and tearing people apart.

. It's a pleasant enough clicker game really. Takes a few minutes to get the hang of it as there's no tutorial just a help page , but the interface is pretty self explanatory. I got it on special and I do play it now and then between my major gaming time to wind down after a hardcore game. It's one of those games you play to kill time. Basically it's just checking to see if the right balance between four different types of ants with grandpa ant giving you advice along the way. You get your soldier ants to defend the colony the nurses to raise the young the workers to build a bigger nest and your scouts to search for food. You earn stuff to get upgrades and do the odd battle. This is a great game to play when you are waiting on hold and have to be ready to talk to someone.. Just buy it. It may be a bit expensive (what is?) without the sale discount, but imo it would still be worth it.

See it as an updated version of the beautiful Three Country Corner route, for which I tried to make a scenario myself. I took the OBB coaches out the Semmeringbahn route and made some other changes. While I for sure enjoyed it, it just didn't had the desired effect for me. This scenario add-on has.

Now i only have to switch one of the Semmeringbahn's 1016 Taurus with coaches, to the (also very) beautiful (and not included in this scenario pack of course) OBB 4023 Talent from RSSLO. Perfect for me!

Setting the time i had to put in making a scenario myself, against the 6 or 10 \u20ac/\$Vetc. to pay some other dude (who delivers a good job), for me for sure it would always be the second choice.. Best pack for value :)

I really enjoyed the game, it was really fun. I like how the game can run completely fine and smooth even on a non-gaming laptop, and I even love how some EDM songs were put because it enhances the neon vibes and gameplay.. This SHMUP is awesome!, that mix between the shield and the short/long range shot it's simply beautiful and organic; i'm not gonna lie, my first try in this game was via piracy, and it took me less than 5 minutes to decide that it would be mine forever!!!

P.S: Awesome, i repeat, AWESOME OST!!! (Original & Arrange)

A MUST BUY FOR ANY SHMUP PLAYER.. This is very interesting thing... For every pro, there's a con that takes the pro out of the picture.

On top of that, the devs seemed to have completely abandoned the game and not listening to player feedback at all.

Now let's begin with the list of Pros and their corresponding Cons.

PRO: Controls are fluid and responsive.

CON: The above statement is only valid when you use a gamepad; however, even if you use one, you CANNOT REMAP its awkward buttons scheme, which is atrocious to say the least. Don't even try to play this with keyboard + mouse.

PRO: The graphics are great.

CON: Extremely limited graphic options, lack of fullscreen support (only supports either few or none of your resolutions).

PRO: The audio sounds pretty nice and exciting.

CON: The audio quality is very bad, and voice acting is all over the place, lip-sync is terrible.

PRO: It's Ace Combat + Blazing Angels!

CON: It's also every thing bad from both games to the factor of 10.

PRO: The game is actually pretty fun.

CON: But only for 1/3 of the time when you're actually shooting stuff. The bombing, the spying, and everything else are the opposite of fun. Especially if you take into account that there's a TIMER that basically serves to extinguish any fun to be had.

PRO: It can have up to 85%-off discounts.

CON: Yeah, sure, but getting yourself a hotdog probably gives you more satisfaction than playing this game.

I believe that sums this game up pretty nicely.

If you are determined to play this game, my recommendation is: wait for there's a trainer or mod, and get yourself a program to rebind button controls.. A bad game or a misunderstood artist? I thought that this developer was just terrible at making games, but I am starting to see some consistency with his vision across multiple titles. Perhaps making a good game was never the goal, maybe it's just a trick to further subvert my expectations. However, I wonder if the strange narrative in this game could be told without damaging the gameplay mechanics, and in my opinion the answer is yes. If its 2 mini-games were actually fun to play, I don't think that it would change my perspective on the story. As it stands, the bullet-hell bosses and arena fighting in this game are just objectively bad, intentionally or not. It takes about 60 to 90 minutes to beat, leaving you with a \$5 worth of experimental narrative. To be fair, I think I enjoyed this experience just because it shows complete disregard for anything that one could consider a good game design. I personally love ambient atmosphere so I liked its lack of coherency and strange soundtrack. But to be honest, just like the last time I played a game by this developer, I am mostly confused.... waste of \$1 and 20 mins of my life.. *** Encountered a fairly common error when transitioning from Chapter 1 to 2. Support team was really helpful and quick to respond by sending me a replacement savegame that bypasses the error.

<http://steamcommunity.com/app/352580/discussions/0/458605613395495110/> ***

Pros:

+ Beautiful locations

+ Great theme

+ Intriguing story

+ Good price point, especially on sale

+ Voice acting

-
- + [Good writing](#)
 - + [Beautiful scenes with flickering lighting](#)

[Cons:](#)

- [Tons of pixel hunting for relevant items](#)
- [The "puzzles" of the game require too specific items or aren't intuitive. Had to frequently dig through hours of walkthrough videos or translating a German pdf walkthrough to find a missed item](#)
- [Fairly commonly reported bug causes the game to be unplayable in the second half, was sent savegame to bypass error \(see above\)](#)
- [Flickering lights made streaming nearly impossible as steam had to reload the full screen every frame as the light changed. Would have loved an option to disable this](#)

[Didn't try running on wine as my Linux machine is poop and wouldn't run it.. DO NOT BUY THIS GAME!!! THE DEV TEAM HAVE FAILED AND ABANDONED IT!. I think I was born to save Dodos.... I bought this game in a fit of temporary insanity because it was cheap and because for some reason I thought it was a Diablo clone. If I had spent more than a few seconds perusing the Steam store page I would've realized Demonlsher is a Pacman clone, not a Diablo clone, and not a very good one at that.](#)

[So congratulations, if you're reading this review you've already shown yourself to have more savvy than me!](#)

[Like Pacman, in this game your character has to traverse a maze-like map and grab all the pellets \(souls, in this game\) by walking over them. Also like Pacman, there are bad guys that will try and stop you. You can temporarily defeat the bad guys, but this only buys you a few seconds of freedom before they respawn.](#)

[The Steam store page advertises "stunning 3D graphics" but for a game that was released in 2011 the graphics are pretty terrible. Even worse, the "stunning 3D graphics" are actually detrimental to gameplay!](#)

[Pacman takes place from a top-down perspective and it works. But because of Demonlsher's "stunning 3D graphics" the game is only mostly top-down. This means some of the souls you need to collect will be partially hidden behind walls, pillars, or other objects. Likewise, your view of the bad guys can also be obstructed! And it's often unclear whether you can go behind a 3D object or whether it's solid; I found this led to my death more than a few times. At least in Pacman it's always clear which parts of the map are traversable!](#)

[But there is one significant difference from Pacman. In this game, you can shoot. And so can the bad guys. And while the bad guys are terrible shots they do like to shoot often, and you're always massively outnumbered. They can even shoot at you when they're off-screen! Add in the fact that many levels have "bullet redirectors" and you quickly have a recipe for a "bullet hell" game. There are some levels where there are so many damn projectiles flying across the screen it's impossible to tell which projectiles are yours and which are the enemy's.](#)

[Now in most "bullet hell" games you're given a highly maneuverable spaceship/aircraft and a large health pool to survive. But in Demonlsher you've got a small health pool, made all the more useless by the fact that there are enemies which can literally bring you from full health to zero health in a single shot. And forget maneuverability! Your character is a slow old wizard incapable of any real evasive action. In most maps your character will sluggishly meander across the battlefield, completely unconcerned as the legions of hell are shooting a bazillion fireballs at you, and you'll be shouting, "Pick up the pace you old geezer! They've almost got us!"](#)

[On the plus side, there's a large variety of power-ups and enemy types. There are even some enemies that you don't want to shoot because they will respawn as a more dangerous enemy type.](#)

[Level design is bad. For example at the end of every level you're supposed to exit via a gate. But some levels have more than one gate graphic so how are you supposed to know which one is the actual gate???](#)

[On level 44 blocks will randomly appear that will obstruct your path. Depending on where the blocks show up it can make the level unbeatable. It's a good idea to save at the beginning of every map after about level 10. Why wait until level 10? Because in this game you actually get charged points for saving your game! Otherwise your points would go](#)

towards extra lives. But trust me when I say extra lives don't matter; you die so constantly and easily the save-game is actually a better deal.

I played on Windows 7 64 bit and encountered a bug with the save games. Sometimes when loading a saved game your number of lives will increase or decrease by one at random, for no reason. You can reload the save to try and get the correct number of lives. Or, just ignore it and hope it will all balance out in the end, which is what I did!

The difficulty level is all over the place. Level 13 is an early level but it's also one of the hardest bullet hell levels in the game. Level 45 is near the end of the game and it's at a trivial difficulty level. Overall though, I would categorize this game's difficulty level as "ludicrous."

If you try and play the game as it's meant to be played, by earning points for extra lives and trying not to die, you're going to be wiped out around level 13 even if you're playing on the Easy difficulty level. It took me three hours to beat the game's 52 levels, and I could only do it by constant save-loading on the Easy difficulty level -- I saved my game at the start of every level, then every time I died I reloaded the save.

Why did I go to all the trouble of beating a game that's so poorly designed? Because I'm a masochist with a sense of community service; I play the bad games and then review them so you don't have to, dear reader!

What does the title of the game mean? Honestly I have no idea and it's never explained in-game. "Demonlsher" seems to be a portmanteau of "demon" and, um, "demolisher?" So I'm guessing Demonlsher means "demon demolisher." Or, more likely, this is a foreign-made game and the devs don't speak English.

Storyline and sound effects are minimal.

The price tag might be cheap, but this is one bullet-hell Pacman clone you can do without!. If you buy only one expansion for IL2 -- this is my recommendation. (At least until Bodenplatte)

It has a good and varied aircraft selection, and the map is a big step up from the relatively drab sea of fields you get in Moscow/Stalingrad. Lots of height in the mountains, and the ocean looks great. (if you don't get blown to bits by a destroyer 30 seconds in.) Lots of big well detailed urban areas as well, so there's a lot of variety with this map.

The only complaint I'd give it is I have consistent issues flying the P-39 -- it's throttle consistently drops to 0 every 1-2 seconds. This happens to no other planes, so I don't know what to make of it. Might just be me.

Strikey Sisters is available NOW on Nintendo Switch!:



Since today, **Strikey Sisters** is available on **Nintendo Switch** too!

<https://www.nintendo.com/games/detail/strikey-sisters-switch>

It looks and plays very well on handheld mode so, if you are interested in this action brick breaker game and own a Switch, maybe this is the best version for you!

Both versions, PC and Switch, have exactly the same content. Well, in fact, all the latest improvements of the PC version are due to the work we have been doing for the Switch port.

Also, Bot Vice is coming next to Switch, and after that, we'll develop a brand new project. Can you imagine a classic Resident Evil game with the look and feel of Viviette? Imagine no more. We're making it.

Thanks for reading!

Alberto & Dani. Viviette is available NOW!:
Hello everyone!

As you can see, our new game **Viviette** is available now! We hope you like this hand crafted exploration adventure, and also the horror side of the experience. We highly recommend avoiding any kind of spoilers before playing. Long long time ago we had this idea floating around our heads, and just this year we decided to make it a reality. And this is the result!



[As we have mentioned before, this is a **classic horror** game where you'll have to **explore** and solve some **puzzles**. In adversity, you should persevere. We really encourage solving everything by yourselves. But if you need any help, we're sure other players will assist you in the game's discussion forums.](#)

[That's all we have to say, to be honest. Just enjoy the experience!](#)

[Alberto & Dani, Viviette Release Date: 18 October 2018:](#)



[Hello everyone!](#)

[Our upcoming new game, **Viviette**, now has an official release date:](#)

[18 October 2018. **Viviette** is available NOW on Nintendo Switch!:](#)



[In case you're interested, **Viviette** is also available on **Nintendo Switch**!](#)

<https://www.nintendo.com/games/detail/viviette-switch>

[Our pixel games look amazing on small displays, but it really doesn't matter where you play it. Just grab pen and paper, turn off your lights, put your headphones on... and enjoy the adventure!](#)

[This is one of the many ports we're making for Nintendo Switch. We'll release Strikey Sisters very soon as well, and a remake of Bot Vice later.](#)

[Thanks for your support!](#)

[Alberto & Dani. **BOT VICE** and **SUPER STAR PATH** on Nintendo Switch!:](#)



[As said in the title, **BOT VICE** and **SUPER STAR PATH** are available now on **Nintendo Switch** as well!](#)

Bot Vice

<https://www.nintendo.com/games/detail/bot-vice-switch/>

Super Star Path

<https://www.nintendo.com/games/detail/super-star-path-switch/>

[Finally, we can focus 100% on our new project. And those are very good news.](#)

[Best regards!](#)

[Alberto & Dani](#)

[Whiskey amp: Zombies: The Great Southern Zombie Escape key serial number](#)
[Magical Mysteries: Path of the Sorceress Activation Code \[Patch\]](#)
[Hatsune Miku VR VR download setup compressed](#)
[Mordheim: City of the Damned - Wolf-Priest of Ulric full crack \[Keygen\]](#)
[Factory of Monsters Download\] \[full version\]](#)
[Kingdom Come: Deliverance Art Book \[hack\]](#)
[RWBY: Grimm Eclipse - Team JNR Timeskip Costume Pack Download\] \[key\]](#)
[The Magic Circle Activation Code \[portable edition\]](#)
[Laserlife full crack \[Keygen\]](#)
[Panzer Corps Gold download for pc \[crack\]](#)